Wizardry RPG

Master Sheet

Creating Humanoids as Monsters

Hit Point Bonus

Level	1~3	4~6	7~9	≥10
	None	+1	+2	+3

Morale

Level	1~3	4~6	7~9	≥10
	50	60	70	80

Warrior-Type Abilities (Fighter, Samurai, Lord, Ninja)

Level	1~3	4~6	7~9	≥10
AC Adjustement	None	-2	-4	-8
Number of Attacks	1	2	3	3
Hit Rate Adjustement	None	+5%	+10%	+20%
Agility	2D6	2D6+1	2D6+2	2D6+3
Evasion	8	9	10	11
Vitality	11	12	13	14
Damage Adjustement	+1 per level			

Basic Equipment	Level 1~3	Breastplate, Large Shield (AC 3)
	4~6	Plate Mail, Large Shield, Helm (AC 1)
	7~	Plate Mail, Large Shield, Helm, Copper Gloves (AC 0) Weapon: Long Sword (regardless of level)

Thief Abilities

Level	1~3	4~6	7~9	≥10
AC Adjustement	None	-1	-3	-6
Number of Attacks	1	2	3	3
Hit Rate Adjustement	None	+5%	+10%	+15%
Agility	3D6	3D6+1	3D6+2	3D6+3
Evasion	8	9	10	11
Vitality	7	8	9	10
Damage Adjustement	+1 per 2 levels (1-2 = None, 3-4 = +1, ...)			

Basic Equipment	Leather Armor, Small Shield, Short Sword (AC 7).

Mage, Priest, and Bishop Abilities

Level	1~3	4~6	7~9	≥10
AC Adjustement	None	-1	-2	-3
Number of Attacks	1	1	2	2
Hit Rate Adjustement	None	+5%	+5%	+10%
Agility	2D6	2D6+1	2D6+2	2D6+3
Evasion	11	12	13	14
Vitality	6	7	8	9
Damage Adjustement	+1 per 3 levels (1-3 = None, 4-6 = +1, ...)			

Basic Equipment	Priest	Breastplate, Large Shield (AC 3), Mace
	Bishop	Leather Armor, Small Shield (AC 7), Mace
	Mage	Robe (AC 9), Staff

* Mages do not receive AC adjustments, hit rate adjustments, or damage adjustments. A Mage's number of attacks is always 1.

Number of Spells

Level	Magic Level						
	1	2	3	4	5	6	7
1	1						
2	1						
3	2	1					
4	3	2					
5	4	3	1				
6	4	4	2				
7	4	4	3	1			
8	4	4	4	2			
9	4	4	4	3	1		
10	4	4	4	4	2		
11	4	4	4	4	3	1	
12	4	4	4	4	4	2	
13	4	4	4	4	4	3	1

Experience Points

Level	1	2	3	4	5	6	7	8	9	10	~
Experience Points	40	60	100	125	200	250	400	500	800	1000	+20

Ambush

If the D100 roll is 10 or less, the PC side performs the ambush; if 96 or more, the monster side performs the ambush.

Fleeing

Success if a check of 5×the lowest Agility in the party is made.

Reaction

Hostile if 51 or more

Neutrale if 21~50

Friendly if less or equal than 20

Monsters without Intelligence get +100.

If the party includes good PCs and the monster's alignment is

- ➔ Good, then -50.
- ➔ Evil, then +20.

-20 if the PC side is overwhelmingly strong.

+20 if the monster side is overwhelmingly strong.

Open Field

Darkness

Attack Hit Rate -30%

Sand

If a check of 5×Agility fails, the character falls. In the next round, they can stand if they succeed in a 5×Agility check.

Mud

Unlessa a check of 5×Vitality succeeds, the character cannot free their feet. While trapped, movement is impossible and attacks have Hit Rate -20%.

Cliff

Characters who slip must make a 3×Agility check. If successful, they can leap to an adjacent square. If they fail, they fall off the cliff and take damage equal to twice the distance fallen (in meters).

Bushes

Branches entangle the body. Effects are the same as mud.

Water

Knee-deep

Movement distance is reduced. Normally, a character cannot attack after moving. Hit Rate -10%.

Waist-deep

Hit Rate -30%. After moving, make a 4×Agility check; failure means falling.

Neck-deep

Attacks are impossible, magic is possible. Make a 2×Agility to avoid falling. Falling may result in drowning. If drowning, make a 3×Luck check. Success allows standing, failure results in 4D6 damage and another 3×Luck check in the next round.

When swimming, failing a 5×Agility check may result in drowning.

Jumping

Success is determined by Agility check. Difficulty depends on distance.

Movement Distance Modifiers

If Agility is ≥15, then +1 square.

If Agility is 18, then +2 squares.

Delay of Actions

Actions are resolved in order of Agility, but delaying is allowed freely. Subtract from Agility the level of the spell you intend to cast.

Shooting Range

Cannot shoot enemies beyond range. Obstacles like rocks or trees reduce Hit Rate or prevent shooting.

Magic casting can be performed only within 20 squares.

Dispel targets all undead of the specified type within 10 squares.

When fleeing, move 20 squares away from the nearest monster.